

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Abraxus

Good male Dragonborn Warlord (Marshal)

0

Total XP

1000

Defenses

19	15	13	14
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword

7

Strength vs. AC

1d8+4

Damage

Ranged

Unarmed

1

Dexterity vs. AC

1d4+1

Damage

Languages

Common, Draconic



Abilities

		Check
STR	Strength	18 4
CON	Constitution	12 1
DEX	Dexterity	12 1
INT	Intelligence	10 0
WIS	Wisdom	10 0
CHA	Charisma	17 3

Skills

Acrobatics	Dexterity	-2
Arcana	Intelligence	0
Athletics	Strength	✓ 6
Bluff	Charisma	3
Diplomacy	Charisma	✓ 8
Dungeoneering	Wisdom	0
Endurance	Constitution	-2
Heal	Wisdom	0
History	Intelligence	✓ 7
Insight	Wisdom	0
Intimidate	Charisma	✓ 10
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	-2
Streetwise	Charisma	3
Thievery	Dexterity	-2

Hit Points

Max HP
(Bloodied 12) 24

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

7

8

Current Conditions:

Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

5

Passive Insight

10

Passive Perception

10

Special Senses: Normal



Abraxus

Player Name

Character Name

Character Details

Background

Theme

Animal Master

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Longsword

Waist

Armor

Magic Chainmail +1

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit
Chain (10 ft.) (2)

Total Weight (lbs.)

97

Carrying Capacity
(lbs.)

Normal

180

Heavy

360

Max

900

Treasure

2 pp; 60 gp
0 gp banked



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